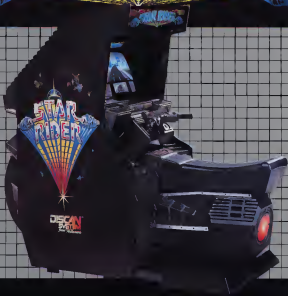


Williams®

STAR RIDER™



DISCAN
SYSTEM™

It takes the company with the best track record to design the most exciting, most innovative, most sophisticated laser disc game ever. It takes Williams to take STAR RIDER to its state-of-the-art limit!

The power behind the game is Williams' revolutionary DISCAN SYSTEM, the most advanced video disc technology in the industry!

The DISCAN SYSTEM is hardware scrolling for true, first-person perspective. In STAR RIDER, for the first time ever in a driving game, the perspective of the roadway actually changes in response to steering!

The DISCAN SYSTEM is the sophistication of totally computer-generated background images to allow the player to enter a never-before-visited world of fantasy.

The DISCAN SYSTEM is high resolution foreground images carefully designed to match the background for complete compatibility.

The DISCAN SYSTEM is a 3-channel sound system producing true stereo effects as well as front/rear sound separation creating an entire game environment.

The DISCAN SYSTEM is a highly reliable, industrial disc player with exclusive modifications for unsurpassed system control.

Williams® presents LASER D



- A. WIND SCREEN
- B. SCORE/LOCATION
- C. REAR-VIEW MIRROR
- D. SPEEDOMETER
- E. POSITION DISTANCE
- F. BRAKE
- G. TURBO
- H. POWER

The DISCAN SYSTEM is STAR RIDER, housed in an upright and fantastic new motorcycle sit-on cabinet for total player involvement. The use of Williams' own diamond™ technology in the seat as well as high strength, impact-resistant ABS plastic for the front wheel and cowling mean styling that enhances play and durability. And the easily removable front wheel and cowling allow STAR RIDER to be placed even in limited-space locations.

Both models are complete with fully operational handlebars, a motorcycle-type throttle with constantly variable speed control, turbo button and 2-level brake. And both feature, for the first time ever, the incredible simulation of a rear-view mirror, providing an additional dimension and strategy of play! For the first time, a game can be played in front of and behind the player! The player can try to catch up to and pass the racers in front of him while blocking those coming up from behind.

STAR RIDER was born to go as far and as fast as possible. To race the stars, to discover strange and far-away planets that only vivid imagination and DISCAN SYSTEM visual effects could create, to race over roads that suddenly pitch straight up and that lead to horizons

that haunt and tempt. Through the fantasy worlds of "Cubiteara", "Hexagonia", "Crystalia", "Stalactia" and others of surrealistic splendor and daring dimensions, each one setting a more challenging course than the last and each with its own special surprises!

The player jets through a glorious galaxy of sound and light, shape and space. Force field beams keep the Star Rider on-track as he races against his able opponents: "Thunderbolt", "Sidewinder", "Red Hawk" and "Gold Rider", each with his own unique characteristics. The shoulder of the road slows Star Rider to a dangerous cruise-level and a total of three collisions either with competitors or obstacles means the end of the race. Each race starts and finishes in the "Cosmodrome", an outer space stadium, where the "Robotrac" announces the player's status and race results.

Like Williams' other systems, DISCAN includes an incomparable game adjustment program to keep STAR RIDER a top-ranking game for all players in all locations. These game adjustments and detailed bookkeeping information are backed by a complete series of diagnostic tests that check entire electronic systems within a matter of minutes.

DISCAN...as only Williams could!



Williams.
The company.

DISCAN SYSTEM.
The technology.

STAR RIDER.
The game.

POWER REQUIREMENTS

@2 6/1.3A 300W

ENVIRONMENT

Operating Temperature
+7° to +32°C ambient
(+45° to +90°F)

VIDEO SYSTEM

4096 Colors, 16 intensity levels
for foreground (computer) video
NTSC Quality for background (disc) video
6809E Microprocessor
Program ROM: 82K BYTES
Image ROM: 491K BYTES
Video and Scratch RAM: 65K BYTES
CMOS RAM: 1Kx4

COMPUTER/DISC INTERFACE

6809E Microprocessor
ROM: 4K BYTES
RAM: 2K BYTES

SOUND SYSTEM

6809E Microprocessor
ROM: 16K BYTES
RAM: 4K BYTES
U.S. Patent No. 1144282

Other Patents Pending

Specifications subject to
change without notice.

This equipment has been certified to comply with the limits for a Class A computing device pursuant to Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against radio frequency interference when operated in a commercial environment.

SERVICE

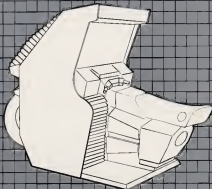
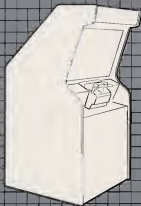
For the back-up that keeps you out front, call Williams toll-free at 800/621-1253. In Illinois, call toll-free at 800/572-1324.

UPRIGHT

Weight: 345 lbs. (156.6 kg.) uncrated
360 lbs. (163.9 kg.) crated
Height: 70.3" (178.7cm)
Width: 27.5" (69.8cm)
Depth: 37.5" (95.2cm)

SIT-ON

Weight: 385 lbs. (175 kg.) uncrated
425 lbs. (193.1 kg.) crated
Height: 60.6" (152.2cm)
Width: 27.5" (69.8cm)
Depth: 83.1" (211.3cm)



NOTICE: "STAR RIDER" is a trademark of Williams Electronics, Inc.

Williams 
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